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Exploration and **virtual camera** control in **virtual** three dimensional environments
C Ware, S Osborne - Proceedings of the 1990 symposium on ... 1990 - portal.acm.org
... The concept of actually **rotating** the **object** itself (as ... of this were th e subject who banked the
viewpoint when turning corners when using the "flying vehicle control" metaphor, and the subject
who carefully avoided placing his body in the same space as the **virtual** environment ...
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UniCam—2D gestural **camera** controls for 3D environments   [PDF] from psu.edu
R Zeleznik, A Forsberg - Proceedings of the 1999 symposium on ... 1999 - portal.acm.org
... clicking away from the focus sphere does **virtual** sphere-like rotatioo centered oo the 3D point
underoeath the focus sphae ... 171 Page 4. any object in the scene. ... 4.3 Automatic **Camera** Motion
A different approach to translating and **rotating** the **camera** is to specify a look at point. ...
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Virtual solar system project: Learning through a technology-rich, inquiry-based, participatory   [PDF] from wisc.edu
learning environment
SA Barab, KE Hay, K Squire, M Barnett, R ... - Journal of Science ... 2000 - Springer
... CosmoWorlds. Students used a **virtual** reality modeling language (VRML) editor, CosmoWorlds,
to build their 3-D models. ... What was exciting in this case was how one group learned how to link
objects and **rotate** the linked Earth-Moon **object**, and another group then ...
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HoverCam: interactive 3D navigation for proximal **object** inspection   [PDF] from psu.edu
A Khan, B Komalo, J Stam, G Fitzmaurice, G ... - Proceedings of the ... 2005 - portal.acm.org
... add level of detail support so that when HoverCam is further from the **object**, a smoother ... A great
deal of prior research has explored **camera** techniques for 3D **virtual** environments. ... The most
pervasive metaphor is the cinematic **camera** model, enabling users to **rotate**, pan and ...
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Real-time rendering system of moving **objects**   [PDF] from ieee.org
Y Kunita, M Inami, T Maeda, S ... - Multi-View Modeling and ... 2002 - ieeexplore.ieee.org
... These cameras are located on the gantry while **rotating** 90◦ around their optical axes ... In this
experiment, we synthesize the images of a static **object** with different **camera** intervals ΔX.
The upper left of Figure 6 shows the positions of the cameras, the **virtual viewpoint**, and the ...
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Exploring 3D navigation: combining speed-coupled flying with orbiting   [PDF] from e-lu
DS Tan, GG Robertson, M Czerwinski - Proceedings of the SIGCHI ... 2001 - portal.acm.org
... T im e (Seconds) **Rotate** Fly Rot/Fly Compressed Basic ... The peripheral vision afforded by the larger
field of view (both physical and **virtual**) was important for the search and ... With the larger field of
view, they seemed better able to sample and identify **objects** and did not miss as ...
Cited by 155 - Related articles - BL Direct - All 18 versions

[PDF] Intelligent **camera** control for graphical environments   [PDF] from psu.edu
SM Drucker - 1994 - Citeseer
... There is no such distinction for **virtual** cameras, however movement through **objects** can often
be extremely confusing to viewers. ... (**rotation** and tilt). Also, it is inconvenient to **rotate** the **camera**
about its direction of gaze (roll) which is rarely done in filming real scenes. ...
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[PDF] **Virtual** Solar System Project: Developing Scientific Understanding Through Model Building1   [PDF] from Indiana.edu
SA Barab, KE Hay, K Squire, M Barnett, R Bonnett, ... - Learning - inkido.indiana.edu
... resolution. The solution was to simply treat the **camera** as any other **object** and **rotate** it at the
same rate as the **objects** they wanted the **viewpoint** to view. Conclusion. ... During a moment of
frustration, Sundance asked Butch why they are taking the course using **virtual** reality. ...
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Are existing metaphors in **virtual** environments suitable for haptic interaction   [PDF] from uhasselt.be
J De Boeck, C Raymaekers, K Coninx - 2005 - uhaspace uhasselt.be
... scene. When the **virtual** representation intersects with an **object**, the **object** becomes
selected. Once selected, the movements of the **virtual** hand are directly applied
to the **object** in order to move, **rotate** or deform it. When ...
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[PDF] Working in a **virtual** world: Interaction techniques used in the chapel hill immersive modeling   [PDF] from psu.edu
program
MR Mine - University of North Carolina, 1996 - Citeseer
... ment takes advantage of the ability to distribute in- formation throughout the **virtual** space rather ...
repre- sentation of the widgets and can instead focus on the object of interaction ... a widget used
for selecting the current constrained manipu- lation submode (translate, **rotate**, or scale ...
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